TCS-016

Ops and Tactics: Aquatic Survival Manual

Flexible Interactive Seafood Hunting and Exploration Simulator

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Centurion City Government

Centurion City Armed Forces, Dept. of Training

Credits

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Contents

Introduction to Fishing 2

Rules 2

Basic Task Resolution System 2

Phases 2
- Cast Phase . . . 2
  - Failure State . . . 2
- Lure Phase . . . 2
- Hook and Reel Phase . . . 2

Equipment 3
- Rods . . . 3
  - Stiff Rod . . . 3
  - Standard Rod . . . 3
  - Flexible Rod . . . 3
- Reels . . . 3
  - Distance Reel . . . 3
  - Smooth Reel . . . 3
- Line . . . 3
  - Light Line . . . 3
  - Standard Line . . . 3
  - Heavy Line . . . 3
- Lures . . . 3
  - Live Bait . . . 3
  - Jigs . . . 3
  - Spinners . . . 3
  - Spoons . . . 3
  - Soft Bait . . . 3
  - Plugs . . . 3

List of Tables

1 Lures . . . 3

Introduction to Fishing

Welcome to the lake! This module is built around providing rules for various recreational fishing styles, that are participated in by millions of people worldwide.

Rules

Basic Task Resolution System

These rules assume a standardized system for determining the success or failure of any given task. That system is

`Standard Pool +/- Additional Dice vs. Target Number or Opposed Rolls`

FISHES uses a dice pool system, where an angler has a pool of dice they roll. Rolling a 4, 5 or 6 is considered a success. A roll of 6 is considered a double success, and counts as two successes. A roll of 1 is considered a blunder, and has effects during certain phases.

All dice rolled are Six Sided Dice(D6) sized dice.

The Angler has a Standard Pool of 5.

The Game Warden has a Standard Pool of 6.

Phases

There are three phases to catching fish; the Cast Phase, the Lure Phase, and the Hook and Reel Phase.

Cast Phase

The angler chooses a spot to cast. The better you succeed the larger fish you can catch. The Game Warden can designate success levels and levels of fish in that spot.

- **Easy Spots:** 1-2 Success, -5 Fish Dice during Lure Phase and Hook and Reel Phase
- **Medium Spots** 3-4 Success, -3 Fish Dice during Lure Phase and Hook and Reel Phase
- **Hard Spots** 5-6 Success, -1 Fish Dice during Lure Phase and Hook and Reel Phase
- **Impossible Spots** +7 Success, +2 Fish Dice during Lure Phase and Hook and Reel Phase

After the spot is chosen by the Angler, and the Game Warden has given a chosen Target Number for the spot the angler has chosen, the Angler rolls their standard pool, adding or subtracting any dice that may be given based on location bonuses or equipment bonuses. The Angler must have enough successes to meet, or exceed the spot's target number to successfully land where the intend to.

Success means the Angler landed in the spot they intended to, and they progress to the Lure Phase

Failure to succeed puts the angler in the Failure state.

Failure State

Failing to land in your intended spot means that the angler has a possibility to hook their bait on "Stickfish", "Rockfish" or "Trashfish", which are sticks, rocks, or trash. The Angler add up their total blunders(dice that rolled 1s) vs their total successes. If the angler's blunders exceed their total successes, they lose their bait, unless it can not be lost in this phase.

Lure Phase

The Lure phase takes a count of all of the double successes the angler had during the cast phase, and adds an additional dice to their standard pool for every double success. The angler then rolls against the fish in that area, adding or subtracting dice granted by lures, line, or location.

The Game Warden adds or subtracts their standard pool based on the spot the Angler chose to cast, then rolls openly against the Angler's successes. If the Game Warden's successes are greater than the Angler's, the bait is stolen by the fish. If the Angler beats or meets the successes of the Game Warden, the fish has taken the bait without stealing it and is now "hooked". If the fish can not roll any dice, the fish is automatically hooked.

When a fish is hooked, the angler progresses to the Hook and Reel Phase.

Hook and Reel Phase

After the fish is hooked, the Game Warden and the Angler both roll against one another, adding or subtracting any dice granted by equipment or location. If the Game Warden has 3 or more successes than the Angler, the fish is lost and the line is snapped, losing the bait as well. If the Game Warden has 1 or 2 more successes than the Angler, the fish is lost, but the angler keeps their bait and line. If the Angler beats or meets the successes of the Game Warden's rolls, the fish is caught. The fish is then weighed for points. The Game Warden rolls the fish's entire pool, and totals the number. That total is the score of the fish, which is given to the player.

> Ops and Tactics Interfacing
>
> The Game Warden/Game Master rolls for the NV of the fish, using this formula: `Fish Pool * D2`
> Example: A fish with a total pool of 4 will be rolled at 4d2.
> The Knowledge (Survival) skill grants a Synergy bonus with all rolls made by the Angler, at the rate of +1 dice to their pool per +4 Skill Modifier that character has in the skill.

Equipment

This section lines out the various equipment an angler can take. An angler can choose one rod, one reel, one set of line, and twenty five lures.

Rods

Stiff Rod

The stiff rod has a lack of flexibility, but aids in reeling in fish by being easier to pull back. During the Cast Phase and the Lure Phase, it grants a -1 Penalty to the Angler's pool, but during the Hook and Reel Phase, it grants a +2 Bonus to the Angler's pool.

Standard Rod

The standard rod has a balance of flexibility and stiffness. It grants no bonuses or penalties.

Flexible Rod

The flexible rod has an abundance of flexibility, that aids in casting and luring, but is more difficult to use during hook and reel. During the Hook and Reel Phase, it grants a -1 Penalty to the Angler's pool, but during the Cast Phase and the Lure Phase, it grants a +2 Bonus to the Angler's pool.

Reels

Distance Reel

The distance reel allows for longer cast. During the Cast Phase, it grants a +2 Bonus to the Angler's Pool.

Smooth Reel

The smooth reel allows for shorter casting, but for smooth action. During the Lure Phase, it grants a +2 Bonus to the Angler's Pool.

Line

Light Line

Light line is thin and nearly invisible when under the water, but weak. During the Hook and Reel Phase and the Cast Phase, it grants a -1 Penalty to the Angler's pool, but during the Lure Phase, it grants a +1 Bonus to the Angler's pool.

Standard Line

Standard line is a compromise between strength and visibility. It grants no bonuses or penalties.

Heavy Line

Heavy line is thick and strong, but is somewhat visible under the water, possibly persuading fish from taking the bait. During the the Lure Phase, it grants a -1 Penalty to the Angler's pool, but during Hook and Reel Phase and the Cast Phase, it grants a +1 Bonus to the Angler's pool.

Lures

Lures are categorized by three statistics; Scent, Visibility, and Strength.

Scent The scent of a lure attracts larger fish. The scent rating of a lure will either increase, or decrease the fish's total pool.

Visibility How visible the lure is to all fish. The visibility rating will turn one failure into a success, per point in visibility.

Strength The reliability of the bait not to be stolen by the fish. The strength rating of a lure will increase or decrease the angler's pool during the Lure Phase.

Live Bait

Live bait encompasses a host of types of bait, including worms, grubs, crickets, bait fish, and any other kind of bait that was at one point alive.

Jigs

Jigs are baits with weight and have a "dressing" that's either feathers, hair, or plastic grubs.

Spinners

Spinners are baits that have a metal shaft with a spinning blade, that churn water as they are reeled through the water.

Spoons

Spoons are baits that are simply a bent metal spoon, that mimic a small fish swimming.

Soft Bait

Soft baits are faux baits that mimic life baits, like plastic worms, grubs, and crickets. Soft baits can only be lost if the line is snapped.

Plugs

Plugs are hard bait that bear a very close resemblance to various live animals.

Baits	Scent	Visibility	Strength
Live Bait	+3	+0	-3
Jigs	+1	+1	-1
Spinners	+2	+2	-2
Spoons	-1	+1	+1
Soft Bait	-2	+1	+2
Plugs	+0	+3	+0

Table 1: Lures

Ops and Tactics Interfacing

A character can choose to forgo the rod, reel, line, and bait, and instead use a spear, bow, or crossbow as their primary fishing tool. When a character chooses to fish this way, their pool is changed to 3 + Total Attack Modifier with the chosen weapon. Using a bow or crossbow requires a Bow Fishing Kit attached to the bow or crossbow.

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